

CITY OF FRESNO
DEPARTMENT OF PARKS, RECREATION AND COMMUNITY SERVICES
SPORTS SECTION



COED SLOW PITCH SOFTBALL

PLAY REGULATIONS

Rules not specifically mentioned will be governed by the Amateur Softball Association (ASA) rules.

1. Once schedules are made, **NO REFUNDS** are allowed.
2. A team in the Coed Slow Pitch League must have eight (8) players (4 men and 4 women) present to start a legal game, 10 players - standard. No player(s) names shall appear on the starting line-up unless the player is available in the team area.
3. Team must be ready to play at scheduled time. **Game time is also forfeit time.**
Exception: The 6:30 p.m. game has a grace period of ten minutes.
4. Line-up must be ready **before** scheduled game time. First and last names MUST appear on the scorecard. Line-up must be given to the home plate umpire.
5. A team shall consist of a minimum of twelve (12) players and a maximum of twenty-three (23) eligible players on a contract.
6. Coed slow pitch defensive positioning shall include at least (1) female in the outfield at all times.
7. Coed slow pitch with extra players, 12 players (6 male and 6 female)
8. Length of league game shall be seven (7) innings or one (1) hour and five (5) minutes whichever comes first. NOTE: When four games are scheduled on one field, game time is 1 hour and no new inning after 55 minutes.
9. If game time remains after 7 innings and the game is tied, teams will play one tiebreaker inning. Last out (batter) starts on 2nd base. If game is still tied, the game will be recorded as a tie. The point system used to determine standings is as follows:
Win = 2 Point Loss = 0 Point Tie = 1 Point
10. Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. The City of Fresno has the right to move any team up a division to create a level playing field.
11. Four (4) innings constitutes a legal ball game.
12. No batting or infield practice.
13. Game may be forfeited by umpire if a team persists in using tactics that delay the progress of the game.

14. **Each team shall furnish the umpire with a new official ASA approved leather ball at game time. Best ball available shall be used at all times at the umpire's discretion. In league play, no game shall start until each team has furnished the umpire with a new ball. If a new ball is not supplied to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion here.**
15. **Coed Slow Pitch Definitions**
- A. Base on balls - a batter is awarded first base when four (4) pitches are judged to be balls. When batter is a male, the female (only females) that follows has her choice of batting or taking a walk.
 - B. No base stealing is allowed.
 - C. The distance of the pitcher's plate to home plate is 50 feet for men and women.
 - D. The pitcher shall take a position with one (1) or both feet on contact, but not off the side of the pitcher's plate.
 - E. The ball must be delivered at a moderate speed with an underhand motion.
 - F. The delivery must be below the hip with a perceptible arc of 6 to 12 feet.
 - G. Pitchers shall not be allowed to use tape or other substances on their hands or fingers, nor shall any foreign substance be applied on the ball. Powdered resin may be used to dry hands.
 - H. Footwear is required of all participants. Persons may use hard rubber cleats. **NO METAL SPIKES** (No track or football type shoes) are allowed.
 - I. Ten (10) defensive players are on the field, one of whom is to be the short fielder (Rover).
16. **Batting:**
- A. A team may have twelve (12) players bat on offense, using the extra player rule. Only ten (10) players (6 men, 4 women) are allowed to play defense at one time. When batting twelve (12) players the team has free substitution.
 - B. Re-entry rule is in effect.
 - C. In case of an injury during the game, the game may continue with one less player if there are no substitutions available. However, an out will be recorded in the "empty" spot in the batting order.
 - D. The batter may not bunt, chop or half swing.

Effect: an out will be recorded.
 - E. A strike is called by the plate umpire:

1. A pitched ball hits the batter in the strike zone. A strike is called, the ball is dead and the base runner(s) may not advance.

F. A ball called by the umpire:

1. If a pitcher desires to walk a batter intentionally, the pitcher shall notify the plate umpire, who shall award the batter first base.
2. Base on balls: The batter/runner is awarded one base. The ball is dead.

15. **Base Running:**

- A. Base distance will remain at 65 feet.
- B. Runners leaving base too soon shall be declared out and the ball is declared dead, no pitch on the batter.
- C. Runners may not advance on an over throw to pitcher. After the pitch, the ball is dead. The ball becomes live when the pitcher-catcher are in legal position to continue the game.
- D. Sliding is allowed.
- E. A team may use (1) courtesy runner per gender per inning. Any player that is listed on the line up may run at any bag.
- F. A defensive player may not **block** a base in attempting to prevent a runner from getting to that base.
Effect: The runner will be declared safe.
Note: A defensive player may be ejected at the discretion of the umpire.
- G. A runner may not **run over** a defensive player in order to avoid a tag.
Effect: The runner will be declared out.
Note: Runner may be ejected at the discretion of the umpire.
- H. Base runner may leave the base when a pitch is swung at and missed but must immediately return to the base.
- I. Infield fly rule is in effect.

PLAYER QUALIFICATIONS

Team players are those persons who sign the original team contract.

1. All players must sign the original team roster/waiver. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one (1) year suspension. The person who signs another person's name on a contract is held liable in case of injury to the person whose name was signed.
2. An Add/Drop Form must be filed in the Sports Office for any additions or deletions of player(s) to the original team roster/waiver.

3. A player may play on more than one team per night **PROVIDED** the team he/she plays for is not in the same league. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Supervisor, via a pictured identification, or the game could be forfeited. Acceptable "picture identification" will consist of the following documents:
 - Department of Motor Vehicles Driver's License
 - Department of Motor Vehicles Identification Card
 - Student Body Card
 - Passport
 - Employee Identification Card
 - Any Notarized Identification
4. A player must be 18 years of age or over to be eligible to participate with adult team. Any player under the age of 18 will be required to have a City of Fresno photo I.D.
5. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
 - A. Automatically released players are eligible to play on another team after signing a team roster/waiver with the new team, provided that the team falls below the minimum, and at least one half (½) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
6. Any player who is on the roster of a college, junior college, high school or junior high school squad and is competing under C.I.F. rules and regulations is ineligible to compete in the City Athletic Leagues until completion of their school's current league schedule. Player's name must appear on the official team roster/waive contract prior to deadline. The league in which player wishes to participate in will be determined by the team with whom the player signed his/her team roster/waiver. A written letter is required from the school to release said player to participate. Player must then sign the official team roster/waiver before legal to play.
7. Any player who is called into the Armed Forces of the United States may be replaced immediately upon authorization of the Community Sports Supervisor. The replacement will be eligible to compete upon the date of signing a team contract. Any player returning from the Armed Forces of the United States shall be eligible to compete in the City League upon written request and subsequent approval of the request by the Community Sports Supervisor. A signed team roster/waiver must also be filed in the Sports Office. Induction papers and/or discharge papers will be required before final approval.

PROTESTS

The Community Sports Supervisor shall not be bound by any verbal agreement made between managers or players.

- A. There will be a \$25 dollar protest fee for any Coach that has a protest against any team. If the Coach wins his/hers protest the \$25 dollars will be refunded in full. If the protest was lost then the \$25 dollars will be kept. All protest must be signed by the Coach and noted to the umpire, and reported to the Sports office by the Coach in person along with the \$25 by the next working day.
- B. The protest **must be recorded on the scorecard** at the time of the protest and **signed** by the protesting manager, the opposing team manager and the game official(s) before

play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.

- C. All rule protests must be in writing and filed in the Sports Office by 5:00 p.m. the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

1. ILLEGAL PLAYER PROTESTS

- A. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.

- B. All illegal player protests must be in writing and filed in the Sports Office by 5:00 p.m. of the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.
- C. If an illegal player is discovered after a game, a protest can still be made by 5:00 p.m. of the next working day in the Sports Office.

- 1. During league play, if an illegal player is identified by the Recreation Staff or Community Sports Supervisor, corrective action may be taken up to and including one (1) business day after that league's last official game.

- A. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

- 4. Dead time during protest is official time-out. That time will be added at the end of the game.

APPEAL PROCESS

- 1. Only individuals directly involved in the infraction, or their authorized representative, may address the Community Sports Supervisor.
- 2. The Community Sports Supervisor shall be the final authority in interpretation of all rules and in determining any points not satisfactorily covered in the rules.
- 3. The Community Sports Supervisor considers all advice, suggestions and recommendations in making its final decisions. These decisions shall be final and not subject to appeal.
- 4. To find the status an appeal the team manager may contact the Sports Office the next working day.

AGREEMENTS

Upon filing the official team roster/waiver and reviewing the Code of Conduct for participation in the

City of Fresno Sports Program, the manager agrees that he/she has read all of the rules regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks, Recreation and Community Services and Fresno Unified School District.

RAINY OR BAD WEATHER PROCEDURE

On the day(s) in question, **only the manager/coach** will call the Weather Hotline at 621-6725 after 2:30 p.m. for the following information:

1. Fields not playable.
2. Leagues affected by the weather.
3. If games will be rescheduled in the near future.
4. Additional information needed to maintain the best play for all concerned.